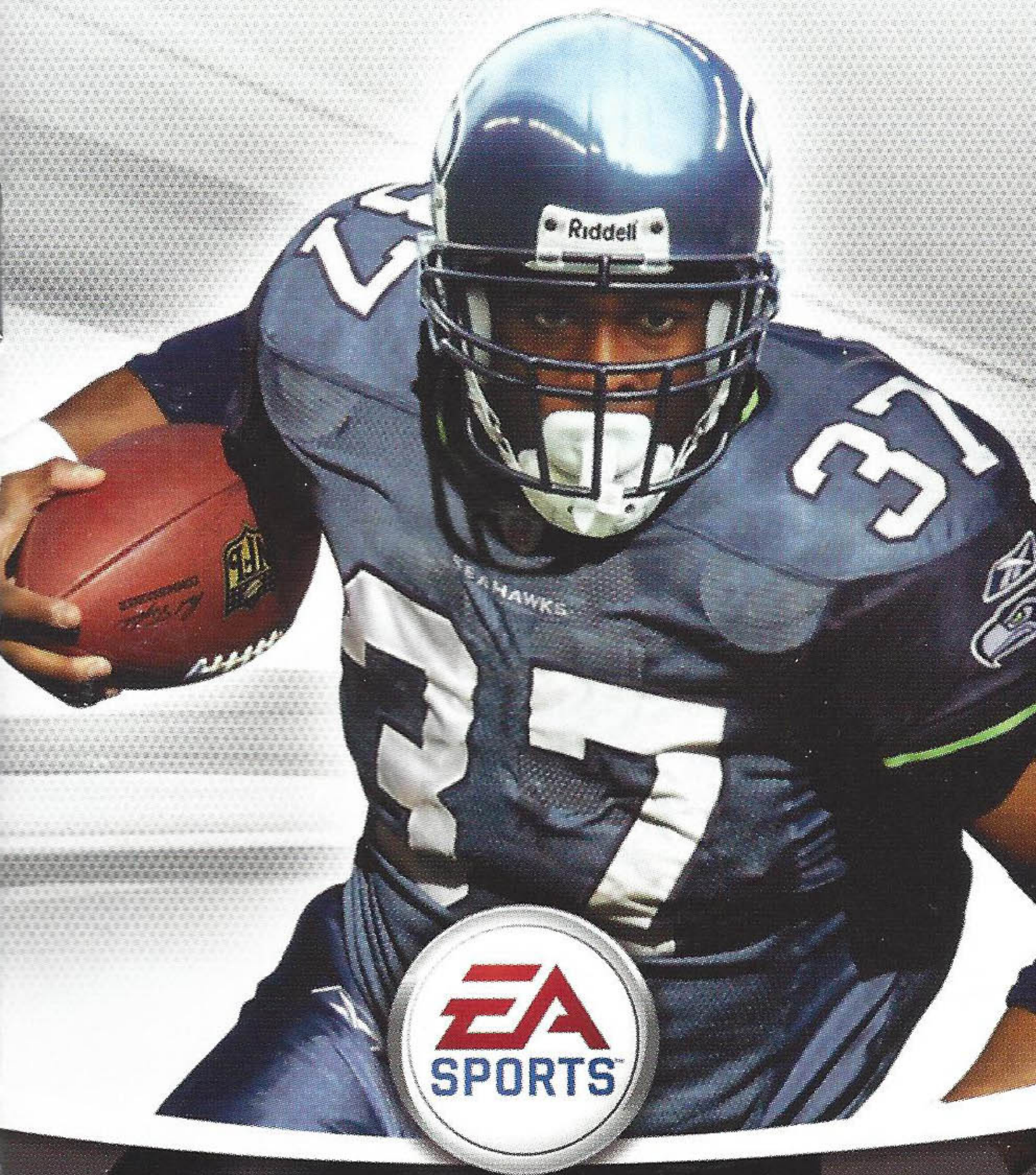




MADDEN 07



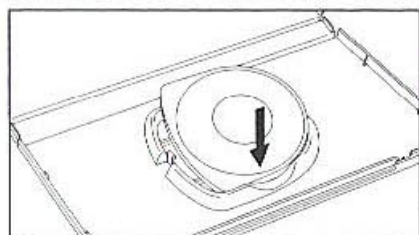
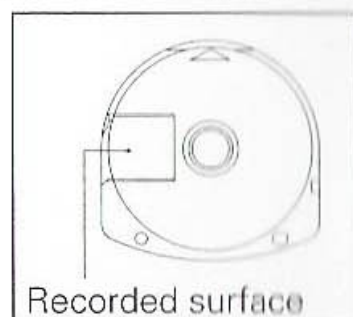
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

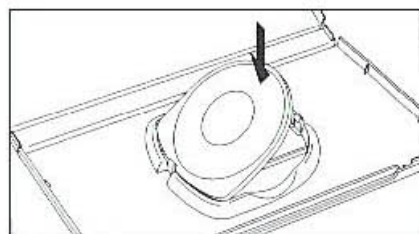
Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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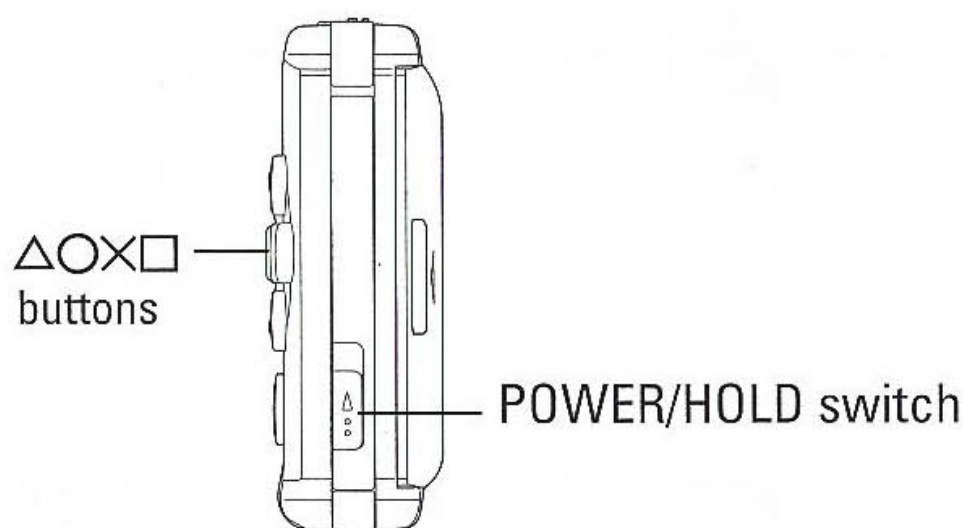
- 2** GETTING STARTED
- 3** STARTING THE GAME
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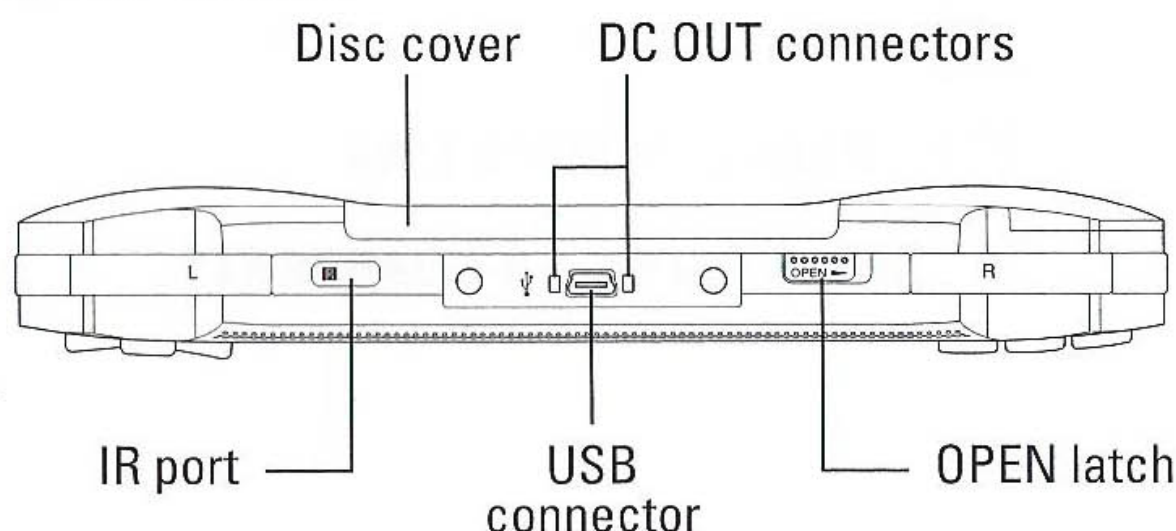
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Madden NFL 07* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

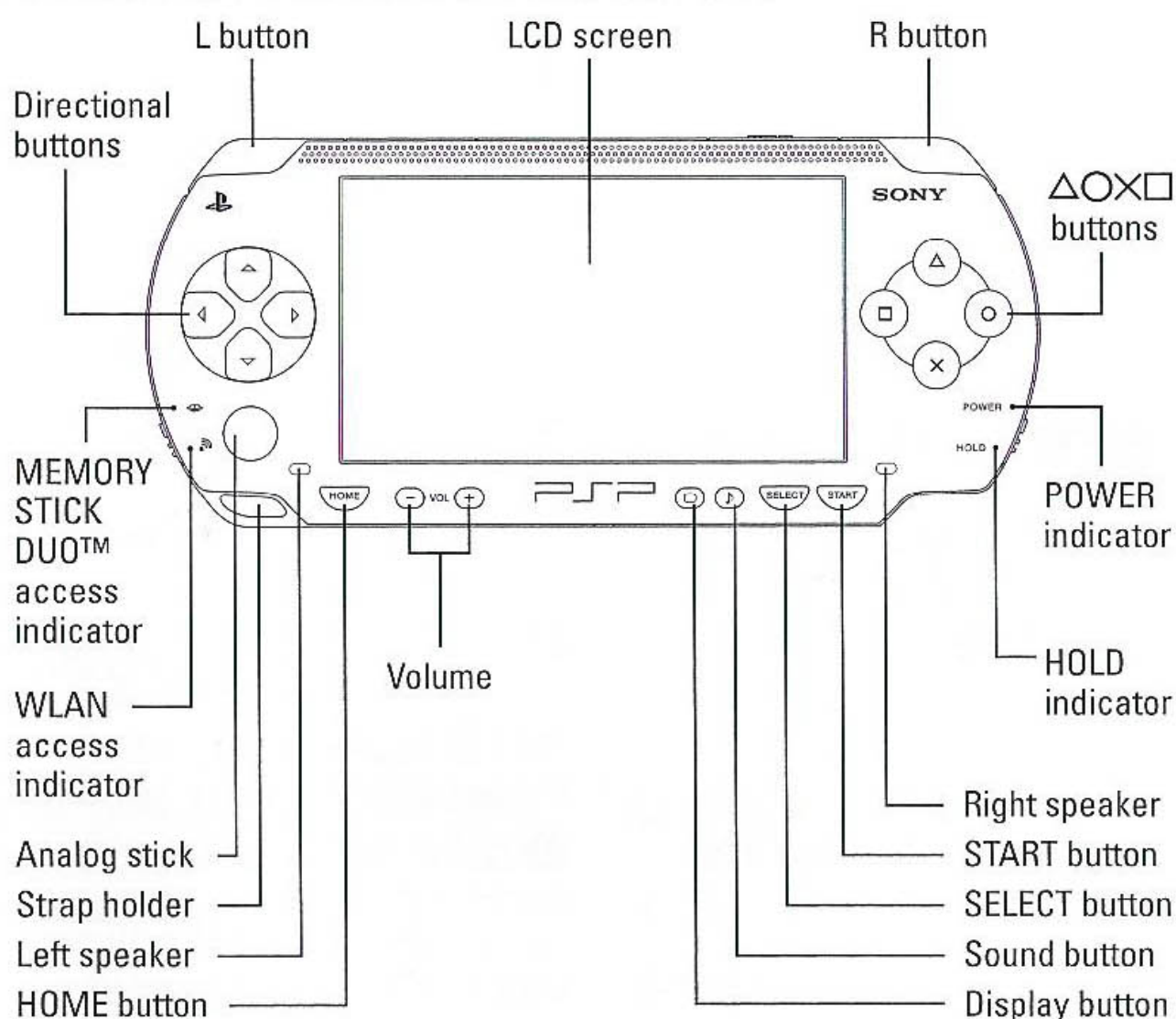
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMMAND REFERENCE

You can now choose between Easy and Advanced control schemes in the My Madden Gameplay Settings menu. The Easy control scheme is listed in this section.

ALL PHASES OF THE GAME

Move your player	Analog stick or D-button
Sprint	× button
Review Coach Cam (before the snap)	R button
Call an audible (before the snap)	□ button then ▣ button, × button, ● button, L button, or R button TIP: Assign your own audibles to each button in the My Madden Coaching Strategy section or Pause menu.
Cancel the audible (before selecting a play)	△ button
Call timeout	SELECT button

OFFENSIVE CONTROLS

BEFORE THE SNAP	
Snap ball	⊗ button
Hot Routes	△ button then the button of the receiver, then D-button: ↑ for a fly pattern ↓ for a curl pattern ←/→ for an in/out pattern TIP: Check out how the secondary is lining up against your receivers and call Hot Routes to counteract their strategy.
Change passing play to play action	△ button then D-button ↑
Playmaker Control (change running play direction)	⊖ button then D-button ↔
Smart Route	△ button then the button of the receiver then Analog stick ↓ NOTE: Receiver runs a hitch to the first down marker or goal line.
Keep back or tight end in to block (during pass plays)	△ button then the button of the running back, full back, or tight end you want to keep in, and then the L button/R button to block left/right
Send a player in motion	Analog stick or D-button ↕ to highlight eligible player then ↔ to send that player in motion
Slide offensive line protection	L button, then D-button: ↑/↓ to spread/pinch the line ←/→ to shift pocket left/right TIP: Use this to thwart blitzes. If blitzes keep coming up the middle, pinch your line in tight to block the open lanes.

RUNNING WITH THE BALL

The new Highlight Stick lets you run over defenders or juke your way to daylight.

NEW Highlight Stick	△ button + the Analog stick: ↑ power backs "truck" over defenders/Agile backs dodge the tackler ↓ Back juke ←/→ Big juke left/right
----------------------------	--

NEW**Double moves**

△ button + the Analog stick ← then → or vice versa

NOTE: Double moves are only possible for the most agile ball carriers.

NEW

Break tackle when engaged with defender near the first down marker or end zone

⊗ button (tap repeatedly)

QB slide/Dive

▣ button (tap)/▣ button (hold)

Stiff arm

R button

Spin

⊙ button

Cut moves

L button

PASSING/RECEIVING

Throw the ball

△ button, ▣ button, ⊙ button, L button, or R button (tap for a lob; hold for a bullet)

Precision passing

Analog stick or D-button in the direction you want to place the pass

QB scramble (behind the line of scrimmage)

⊗ button (hold while running)

Control intended receiver

⊙ button (while ball is airborne)

Dive for pass

▣ button

Sprint

⊗ button

Jump/Catch

△ button

NEW**BLOCKING CONTROLS**

You can begin any running play as a lead blocker (press the ⊙ button to select a blocker before the snap), open a big hole for the ball carrier, and then press the ⊙ button to switch to the runner and pick up some big yardage.

Impact block/Cut block

△ button + the Analog stick ↑/↓

TIP: Be careful, if you whiff on a block, your running back will pay the price.

Turn block left/right

△ button + the Analog stick ←/→

Pull/Hold defender

L button

TIP: Holding is illegal. If the ref sees you commit the infraction, you are penalized 10 yards.

AFTER THE PLAY

No huddle offense

△ button (hold) to repeat previous play

Spike ball to stop the clock

⊙ button (hold)

Fake spike trick play

▣ button (hold)

DEFENSIVE CONTROLS

BEFORE THE SNAP

Choose a player	X button or O button
Playmaker control	Choose a defender, press the  button, and then press the D-button: ↑ for a hook zone (yellow)—repeat for a deep zone (dark blue) ↓ to blitz—repeat for a QB contain blitz ← for QB spy coverage (orange) → for a flat zone (light blue)—repeat for a curl zone (purple)
Put defender into man-to-man coverage	Choose a defender, press the  button, and then press the button of the offensive player you want to cover. Then press the D-button →.
Defensive line shift	L button then D-button: ↑ to spread the defensive ends outside the tackles ↓ to move the line in tight between the tackles ←/→ to shift the line left/right
Linebacker shifts	L button + R button then D-button: ↑/↓ to spread linebackers out/move them in tight ←/→ to shift linebackers left/right
Defensive back shifts	 button then D-button: ↓/↑ to put DBs into bump and run/loose coverage → to shift the safeties and linebackers into better position to cover their assigned man

AFTER THE SNAP

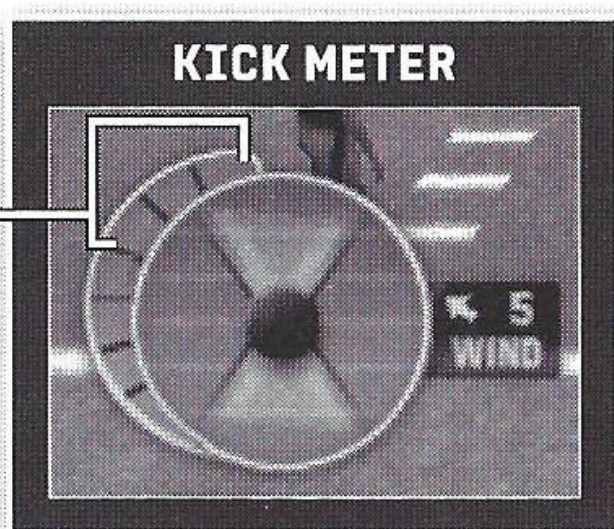
Control player nearest to the ball	O button
Hit Stick	 button + the Analog stick TIP: Use the Hit Stick to dislodge the ball from the ball carrier, but if you miss, he could take it to the house.
Dive	 button
Sprint/Shove blocker	X button
Jump/Intercept/Hands up (while rushing QB)	 button
Strip ball (run defense)/ Swat ball (pass defense)	L button (when not engaged)
Strafe	R button (when not engaged)
Rip/Spin left/right	L button/R button (when engaged)

SPECIAL TEAMS CONTROLS

KICKING OFF AND PUNTING

The new Kick Meter gives you precise control of every kick.

1. Aim kick with the D-button.
2. Press the Analog stick ↓ to start the Power Meter.
3. When the Power Meter reaches this area, press the Analog stick ↑ to kick the ball.



KICK RETURNING

Switch players

○ button

Fair catch

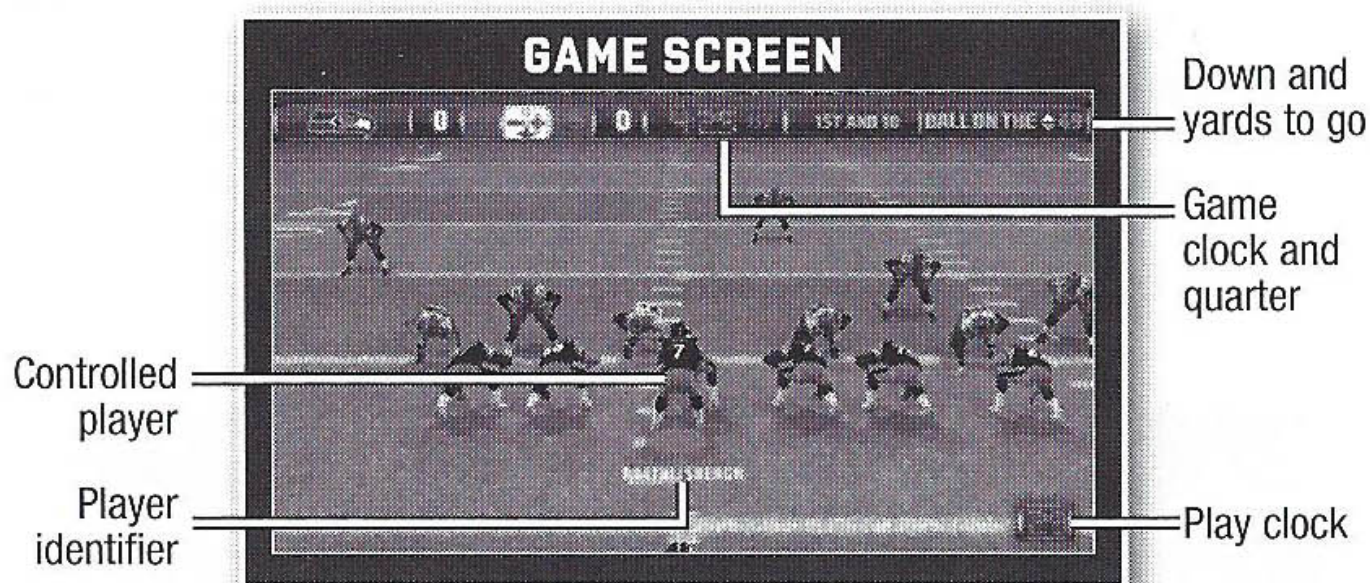
△ button while controlling any player on the receiving team

Touchback

Remain in the endzone

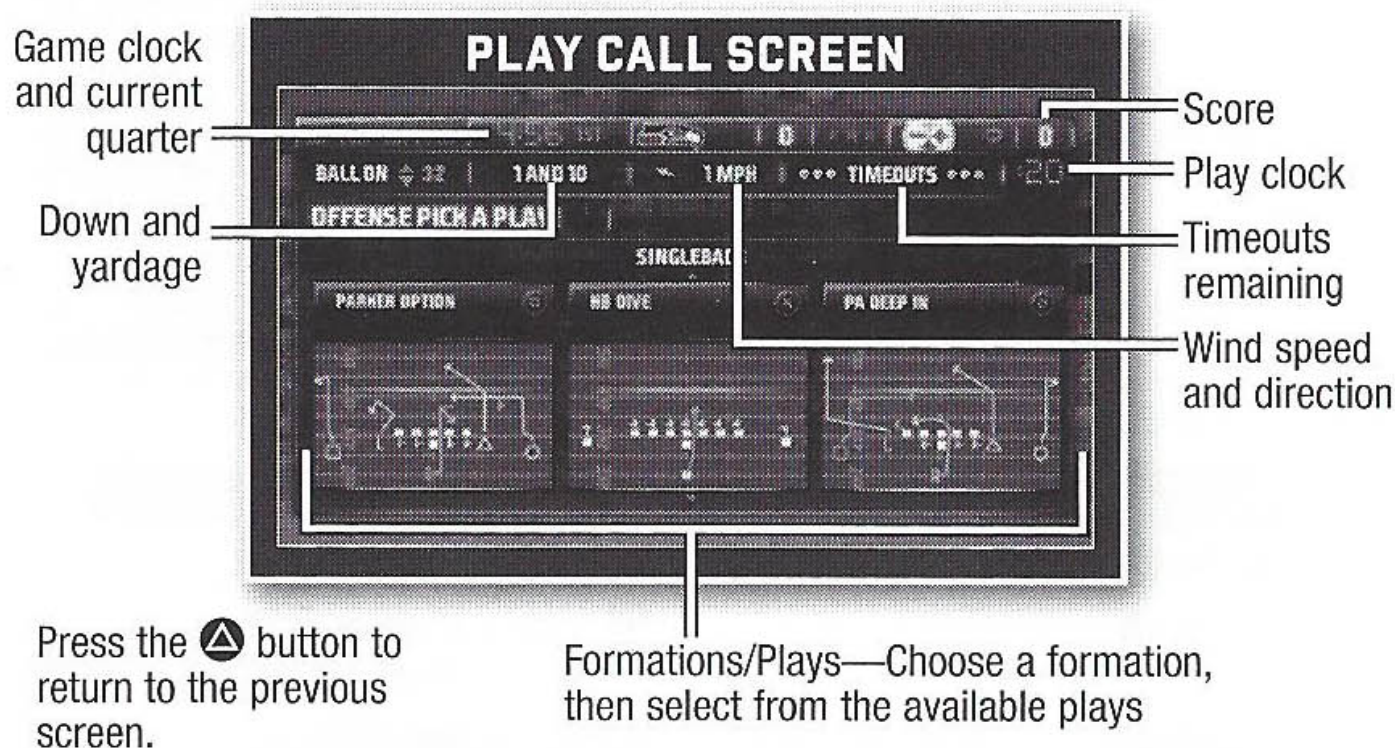
PLAYING THE GAME

Select PLAY NOW from the Main menu when you want to play a quick game.



PLAYCALLING

There's a perfect play for every situation. The hard part is figuring out which play to call based on the down and yardage, score, mismatches, your opponent's tendencies, etc. If you need some advice, you can ask John Madden for help (press the  button from the Play Call screen).



PAUSE MENU

Press the **START** button to access the Pause menu. This is the place to change your settings and coaching options for that particular game, review stats, save your progress, and return to the Main menu. For the first time on the PSP® system, you can also check out instant replays via the Pause menu.

SAVING AND LOADING

You can save your Profile, in-progress game, settings, rosters, Mini-Game files, and your Franchise mode progress to a Memory Stick Duo. Save or load files from the My Madden menu.

NEW END 2 END

End 2 End is a mini-game that puts your reflexes to the test. The goal is to run back kickoffs and evade would-be tacklers based on how they are trying to bring you down.

NOTE: To view End 2 End correctly, you must turn your PSP® system counterclockwise 90 degrees.

Each successful juke is awarded a Perfect, Good, or Poor rating. Your score accumulates based on those ratings and the combo bonuses you earn by breaking two or more tackles in a row. High scores unlock music tracks and the AFC and NFC Hall of Fame teams.

The game ends after 15 rounds, or when you get tackled for the fifth time.

MULTIPLAYER WIRELESS PLAY

Find a challenger online anytime via Infrastructure mode or battle friends head to head from across the room in Ad Hoc mode.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EASPORTS.COM. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EASPORTS.COM OR 30 DAYS AFTER THE LAST DAY OF THE 2006–2007 NFL SEASON.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP® system's Instruction Manual.

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

ONLINE LOBBY

Use the Online Lobby to find games against other EA SPORTS members or to set up a game of your own.

In order to play *Madden NFL 07* online you need to log in with or create an EA SPORTS user name, and establish a network connection. Follow the on-screen instructions to do so.

EA LOCKER NOTE: The displayed file size is the amount of space taken up in your EA Locker. File sizes may increase when downloaded to the Memory Stick™.

AD HOC MODE

Play head to head against other players within shouting distance. As long as you both have copies of *Madden NFL 07*, you'll be ready to hit the field.

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

FRANCHISE MODE

Call the shots for up to 32 teams for as many as 30 seasons. To begin a Franchise, choose the number of users and whether you will conduct a fantasy draft, and then select the team for each user.

FANTASY DRAFT

If you conduct a fantasy draft, you'll be able to build your team from the ground up from the entire pool of NFL players. You have 49 rounds to fill out your roster. Because this is the starting point of your Franchise, pay attention to a player's rating, age, and the cap room he requires.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge. This is the progression of each Franchise season:

Training Camp—Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

Preseason—Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

During the Season—You can play any game on the schedule. You can also make player trades before the sixth week of the season and sign free agents. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

Off-Season—There are 12 steps to the off-season that must be completed before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them.

FRANCHISE MODE MENU

Keep track of everything going on around the league and with your team. These are the key menu options that become available at different times of the year:

- | | |
|------------------------|---|
| Gameplan | Get all the information you need and put key players through practice to prepare for your upcoming game. |
| Rosters | View team rosters and make all player movements and transactions. |
| Assistant Coach | Earn points by meeting established goals throughout the season and use them to increase the attributes of your practice squad or main roster players. |
| My Franchise | Set your coaching strategies and gameplay settings, and save your Franchise mode progress at any time. |

Spawned Games and Franchise Files Save key games throughout the season then play them at any time. You can also play your PlayStation®2 spawned files on your PSP system then transfer them back through the PlayStation®2 Link.

NOTE: If you make changes to your PlayStation®2 Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game. Also, if you delete a Franchise file, any spawned games attached to it become unstable.

MY MADDEN

Keep track of all your stats, set your audibles, and choose your gameplay and system settings. Make sure you save your changes so every time you load your User Profile, all your My Madden settings will load as well.

My Stats

View career stats for every active coach, and general stats for all User Profiles, User vs. User stats, and User Records.

Rosters

Keep your game up to date with real-world transactions, or make the moves you wish had been made during the last off-season.

Coaching Strategy

Set your audibles and Hot Routes, and create custom formations.

Gameplay Settings

Most of these settings are easy to figure out. Those that need some explanation are detailed below.

GAME SETTINGS

Coach Mode: You call the shots from the sidelines and the CPU executes each play—with this turned on, you have no control of your players.

CUSTOM GAME SETTINGS

Player Lock: The defensive player you select before the snap is who you control at the start of the next play.

Autoswitch Back: When controlling the lead blocker, having this option turned ON automatically switches you to the ball carrier after you have either engaged in or missed a block. When this option is turned OFF, you control the lead blocker until you press the  button.

Blocking Slowdown: This slows down the game when you establish a block as the lead blocker.

Switchback Slowdown: This slows the game when you switch from the lead blocker to the ball carrier.

Blocking View: When this is set to Zoomed In, the game camera zooms to the lead blocker.

Auto Pass: Your QB makes plays for you when you don't control him yourself.

Auto Strafe: Automatically strafes defender to help adjust to the ball carrier.

Offensive Catch Assist: The CPU helps catch the ball for a user-controlled receiver.

Defensive Pass Assist: The CPU swats/catches the ball for a user-controlled defender.

PLAYSTATION®2 LINK

You can connect to your PlayStation®2 computer entertainment system via a USB 2.0 cable. You'll be able to download a Franchise Mode file, custom rosters, and a User Profile from the PlayStation®2 version of *Madden NFL 07* to your PSP® system. Then you can play those games with your PSP® version of *Madden NFL 07* while you're on the go. When you're done playing, you can transfer the Franchise file back to your PlayStation®2 and continue playing.

To Connect, select PlayStation®2 Link from the Main menu, and select PSP® Link from the Features section of the Main menu of your PlayStation®2 *Madden NFL 07* game.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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